TENNIS

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System Tennis Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Slam a serve, fire a blazing backhand and smash a forehand volley on your way to winning the victory cup. Play a singles match, or grab a partner for doubles and choose an opponent from five different skill levels. You control the moves in video tennis action so realistic, you'll really believe you're at center court!

Please read this instruction booklet to ensure a proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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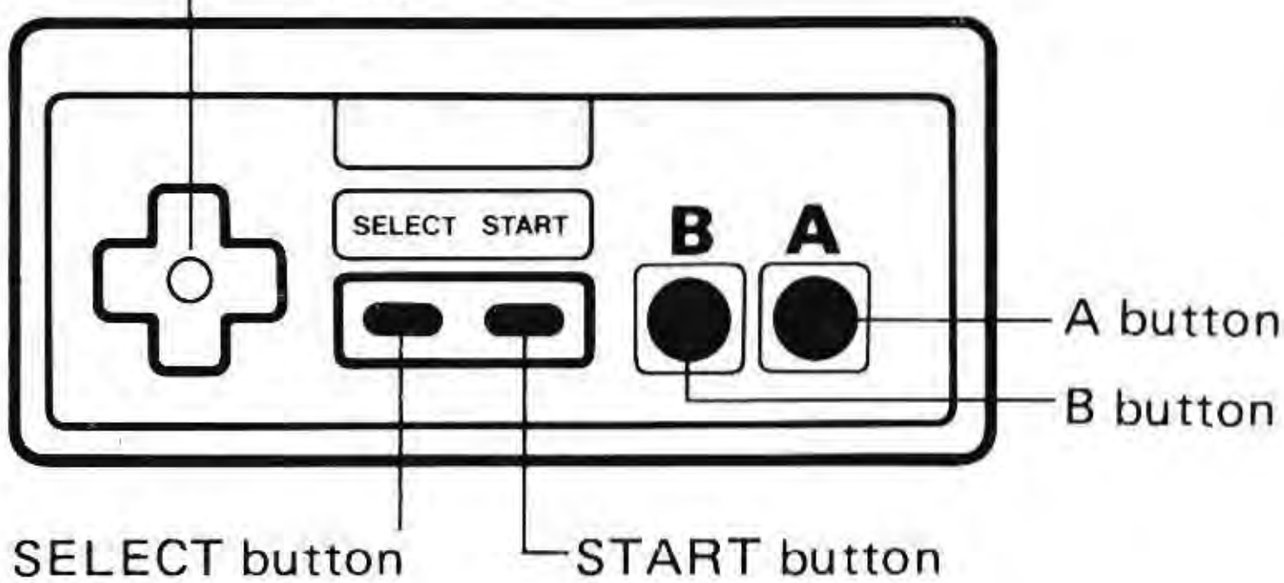
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For singles games and doubles games
Controller 2 – For second player in doubles games

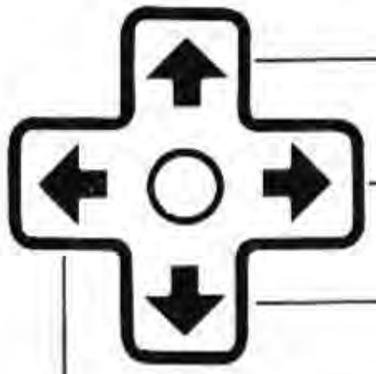
Controller 1/Controller 2



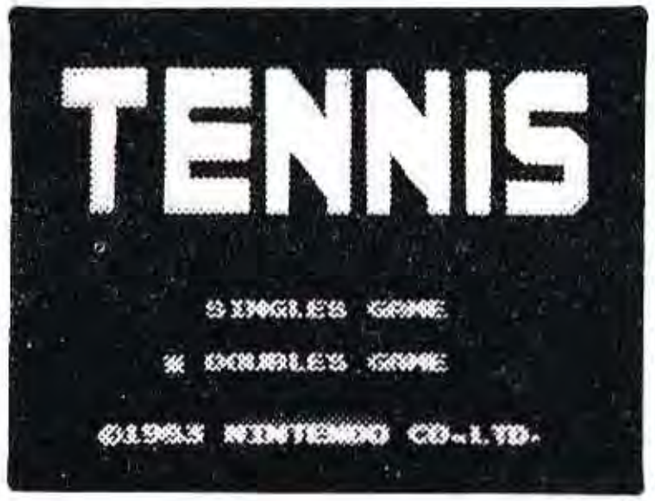
[A button]
Makes the player swing.
Also used when serving.

[B button]
Used to lob balls.

Control pad – Moves the player



Player comes up to the net.
Player moves to the right.
Player moves away from the net.
Player moves to the left.



SELECT button

Move the asterisk to the game (singles or doubles) you wish to play by pressing this button.

* The SELECT button will not work during play.
* Use controller 1 for 1 player (singles).
* Use controllers 1 and 2 for 2 players (doubles).

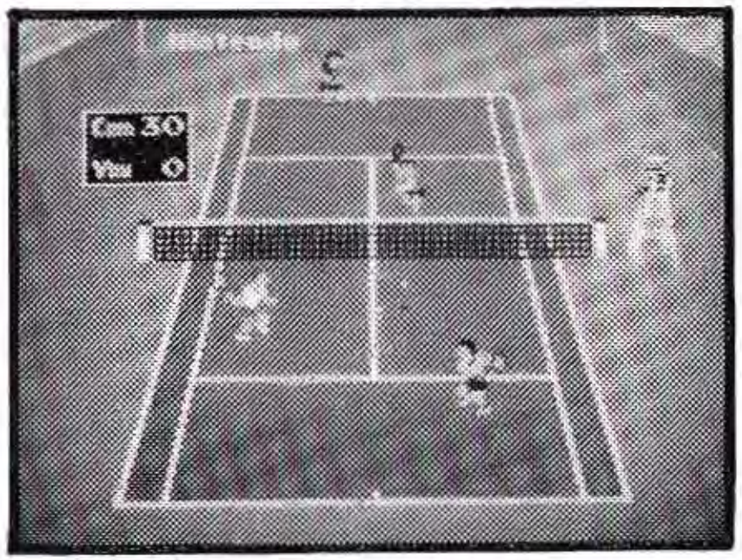
START button

Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the start button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

3. HOW TO PLAY



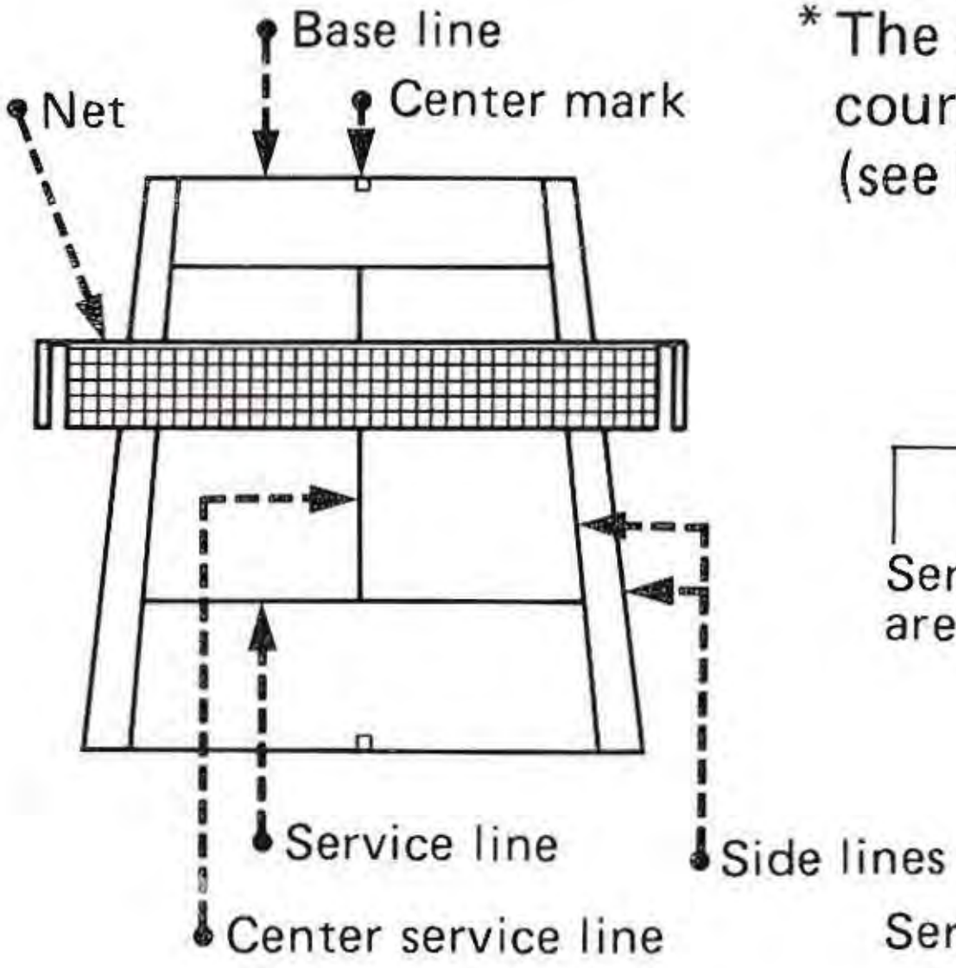
There are two tennis games that can be played against the computer:

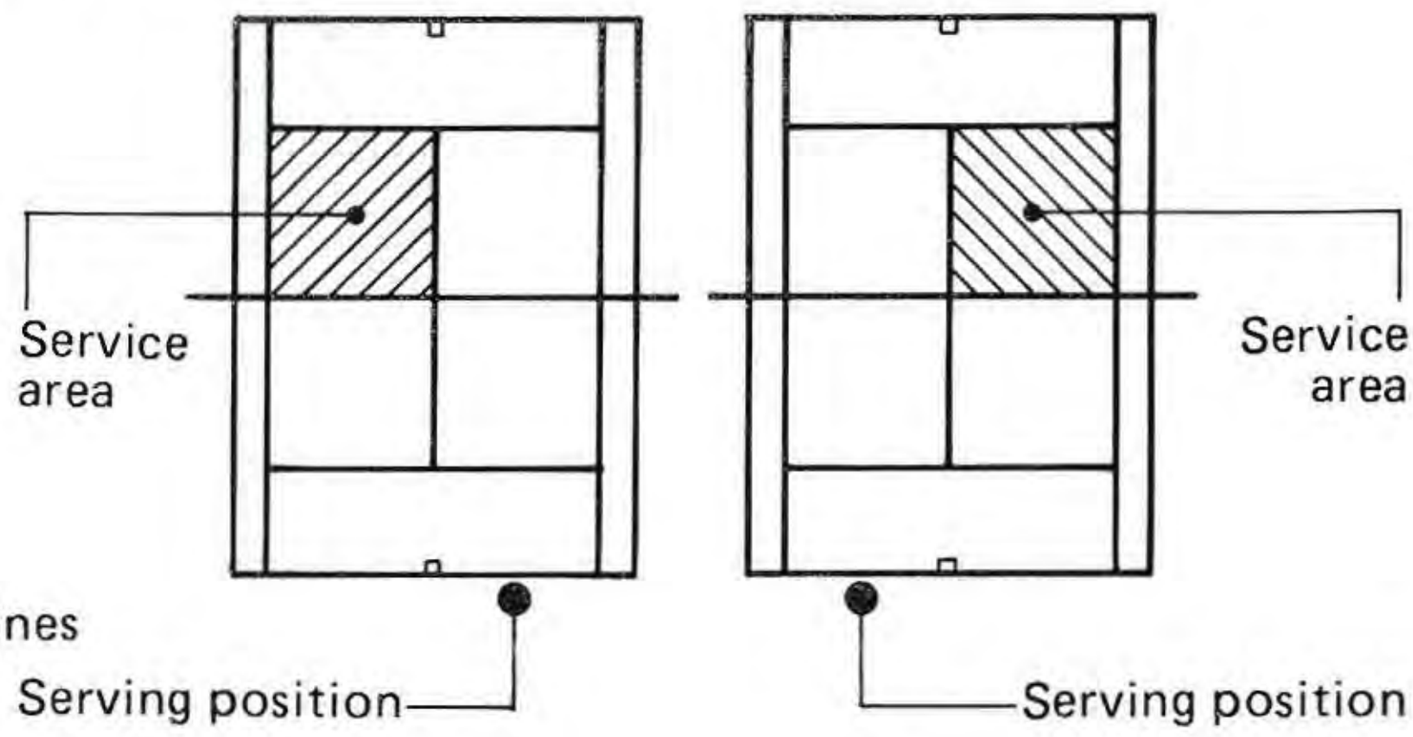
- Singles match: 1 player against the computer, or
- Doubles match: 2 players as a doubles team against a computer team.

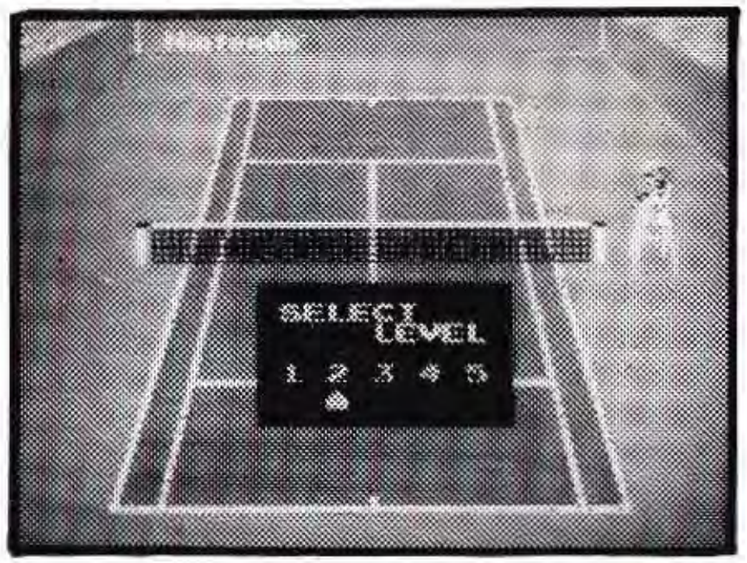
* A match consists of 3 sets. The winner of 2 sets wins the match.

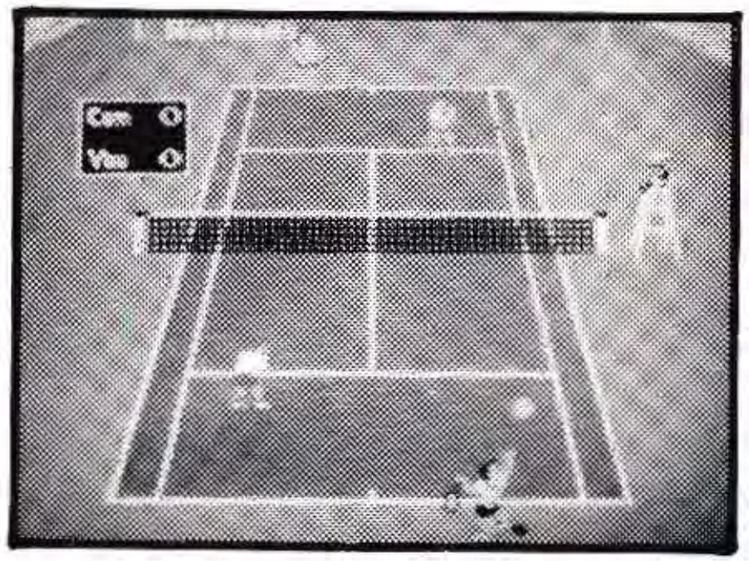
* The inner sidelines are for singles and the outer ones, for doubles.

* The service area is the shaded area in the opponent's court diagonally opposed to the serving position (see below).









1) Once singles or doubles has been selected, press the START button. A display will appear allowing you to select your opponent's skill level.
2) Select an opponent from between 1 and 5 whose skill level matches your own by pressing the ✥ control pad.

Opponent	1	2	3	4	5
Color	Light green	Pink	Light blue	Purple	Black
Skill	Beginner. . Intermediate. . Champion				

3) Press the START button again. The game will begin.

The courts

* The court nearest to you on the screen is your court. The opposite court is your opponent's (the computer's).

Serving

* The match begins your serve. Note: If you return the opponent's serve without letting the ball bounce, your opponent wins the point.

* When it is your serve, your player will automatically stand behind the base line and get ready. After the ball is tossed up, you serve by pressing the A button in-time with the dropping ball.
* There is a knack to high-speed serves, so try and find the proper timing. If your timing is not accurate, the serve will hit the net or fly past the court.

Shots

* The ✚ Control pad is used to move the player forward, backward, left and right. When the ball comes flying toward you, time its movement and use the A or B button to swing and return the ball.
* There are several shots you can use to put together an effective offensive.

Serve

Smash

Forehand

Backhand

Forehand volley

Backhand volley

Forehand lob

Backhand lob

Rules (Note that some rules differ from those of the real game.)

Points ---------- * You win the game by winning 4 points.

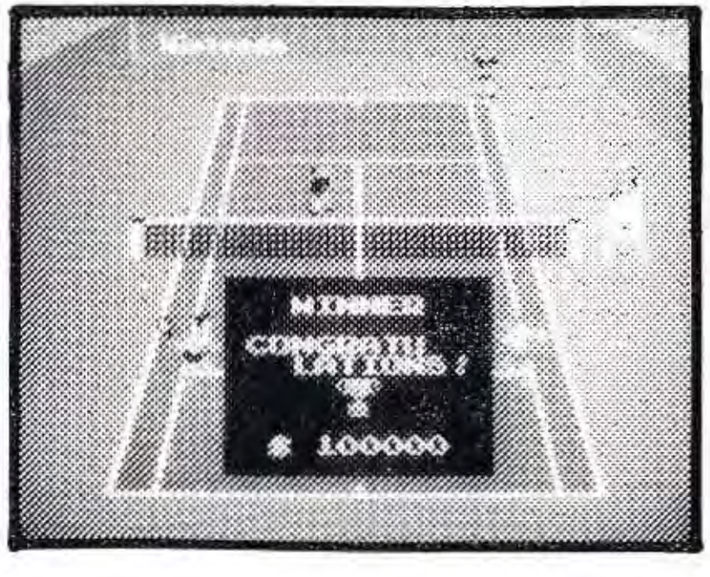
0 points	Love 0	2 points	Thirty.....30
1 point	Fifteen 15	3 points	Forty 40
		4 points	Win or Advantage

Games ---------- * A tie at 40 – 40 is deuce. The next point won gives that player the advantage. Play continues until one player gets 2 points ahead and wins the game.

* The winner of 6 games wins the set.
* If the score is 6 games all, the winner is decided by a tie breaker.

Sets

* The winner of 2 out of 3 sets wins the match. If you win twice in succession, the victory cup is displayed on the screen.



TENNIS TERMINOLOGY

Fault
A serve that falls outside the service area.

Double fault
You are allowed two serves; however, if you fail on both serves, it is a double fault, and you lose the point.

Lob
This technique sends the ball up in a high arc before landing.

Tie breaker
A tie breaker is used to determine the winner of the set when the score is 6 games all. In the tie breaker game, the first player to win 7 points and be at least 2 points ahead wins.
If the score becomes 6 points all, play continues until one player is 2 points ahead.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 – 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Nintendo

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